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SEGA®

SEGA SATURN™

81051

A SEGA EXCLUSIVE

SKY TARGET™

KIDS TO ADULTS

CONTENT RATED BY ESRB

WARNINGS

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The Events

Daniel Blade got straight A's at school and was captain of the football team. After breezing into the Academy, he was placed in the accelerated training program. After graduating at the top of his class, he entered flight school where he displayed an aptitude for flying that astonished his instructors. Blade's fascination with technology led him away from combat and into the realm of test piloting. Here too, his skill and adaptability propelled him through the ranks and into the military's elite team of pilots assigned to classified development projects. He was the perfect military man.

On October 17, 1999, the military's top secret XF/A-49 prototype Advanced Tactical Fighter, code named "White Sword," disappeared from radar during a test flight. Five F-15 Strike Eagles were sent to investigate the scene. All were destroyed, apparently by the White Sword itself...

A second sortie was sent to confront the XF/A-49. This time support aircraft were spotted. A battle ensued and despite the loss of half the sortie, two "enemy" pilots were shot down and captured. Interrogation revealed that they were part of a tactical unit under the command of the Deldine Corporation, an international arms trading corporation.

Deldine, it seems, has stolen the White Sword in order to duplicate and sell the fighter's technology. And it turns out our hero test pilot is not all he seemed. Somewhere along the line, undoubtedly seduced by untold riches, he sold out and steered his career toward the opportunity of catching a big fish for the Deldine Corporation.

Daniel Blade: the perfect military man. The man for the perfect military crime...

Your Mission

Mad Dog

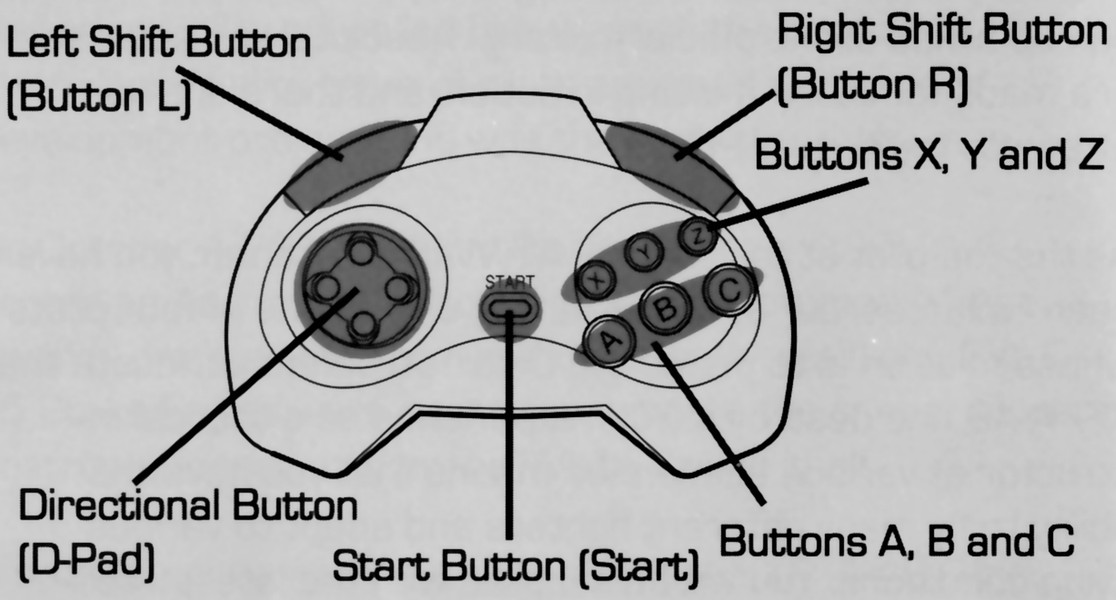
Mad Dog is a secret military operations unit, taking on covert missions that the government cannot afford to conduct publicly due to their politically sensitive natures. Most of the operations are almost recklessly dangerous, and the survival rate is extremely low, particularly as no help can be asked of the official military. Absolutely no searches are made for those missing in action, and there are no attempts to recover POWs.

As the top pilot at the Tactical Air Warfare Center, you have been "volunteered" by the Mad Dog unit as one of four pilots whose mission is to penetrate Deldine's defenses, locate the XF/A-49 and destroy it. Your experience as a tactical instructor at various academies means that you have the ability to fly many different fighters and adapt to various flying conditions. You will be supplied with the latest intelligence regarding Deldine's weaponry, but that's all the help you get: the rest is up to you. Good luck, your country is depending on you.

Flight Controls

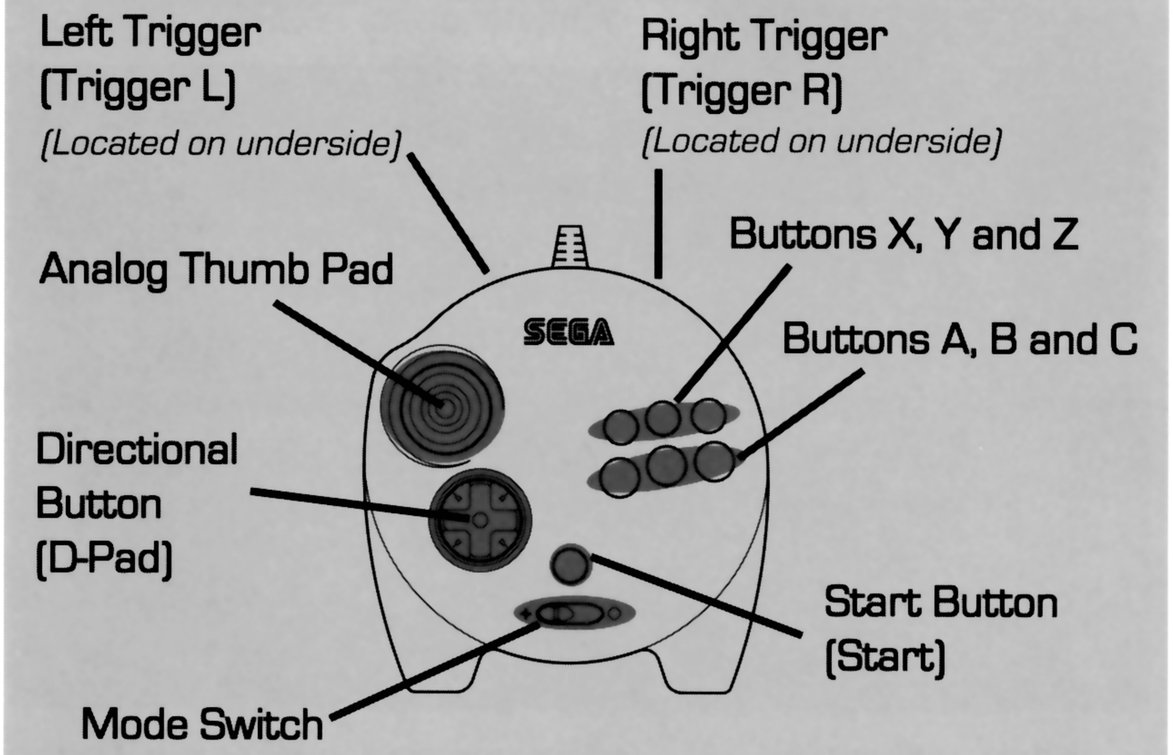
The following section describes the *SKY TARGET™* default (TYPE A) Control Pad Configurations. For information on how to change your Control Pad configuration, see page 9.

Sega Saturn Control Pad



Button	Pre-game	During Play*
Start	Confirms selection	Pauses game
D-Pad	Highlights option	Moves fighter
Button A	Confirms selection	Fires Vulcan gun
Button B	Cancels selection	Fires missile
Button C	Confirms selection	Fires missile
Button X	No function	Skip Battle Cruiser arrival scene
Button Y	No function	No function
Button Z	No function	Changes view
Button L	No function	Fires Vulcan gun
Button R	No function	Fires missile

Sega Saturn 3D Control Pad



Button	Pre-game	During Play*
Start	Confirms selection	Pauses game
Analog Thumb Pad	Highlights option	Moves Fighter
D-Pad	Highlights option	No function
Button A	Confirms selection	Fires Vulcan gun
Button B	Cancels selection	Fires missile
Button C	Confirms selection	Fires missile
Button X	No function	Skip Battle Cruiser arrival scene
Button Y	No function	No function
Button Z	No function	Changes view
Trigger L	No function	Fires Vulcan gun
Trigger R	No function	Fires missile

*This configuration refers to the "O" mode default (TYPE A) configuration.

In the "+" mode, the Sega Saturn 3D Control Pad functions are the same as for the Sega Saturn Control Pad. (See previous page.)

Notes

Throughout this manual, the term "Confirm Button" refers to Button A, Button C or Start. Press a Confirm Button to confirm a selection.

Press Buttons A, B, C and Start simultaneously at any time to return to the *SKY TARGET* title screen.

In menu screens, press Button B to cancel a selection.

Getting Started

Once *SKY TARGET* loads, an introductory sequence, game demo, "ACE PILOTS" ranking table and short mission briefing appear. Press Start to exit this introductory section. Press Start again to bring up the Main menu. There are three modes to choose from: ARCADE Mode, RANKING Mode and OPTION Mode. Press the D-Pad UP or DOWN to highlight a game mode, and press a Confirm Button to select.

• ARCADE Mode: pre-flight

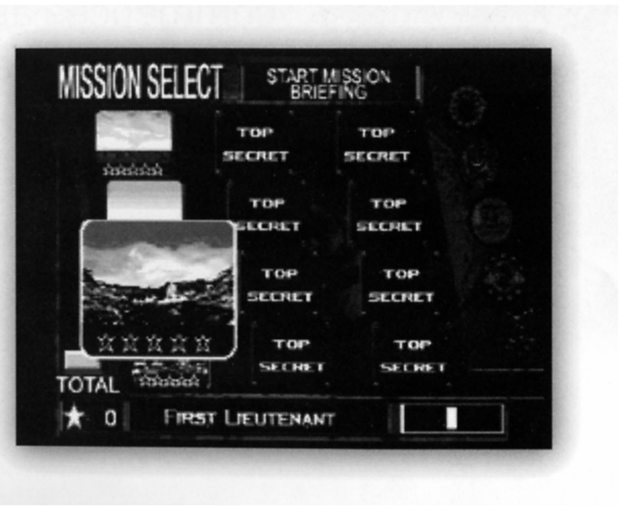
In the Fighter Select screen, choose the fighter you wish to pilot on your mission. There are four fighters to choose from: the F-14D, RAFALE M, F-16C, and F-15S/MTD. (See pages 22-23 for further details on these fighters.) Press the D-Pad LEFT or RIGHT to cycle through the aircraft, and select by pressing a Confirm Button, or press Button B to return to the Main menu.

A short movie shows your fighter take off (skip the movie by pressing a Confirm Button). Your first mission commences as soon as you're airborne – the enemy's air craft waste no time in their attempts to blast you out of the sky.

• RANKING Mode: pre-flight

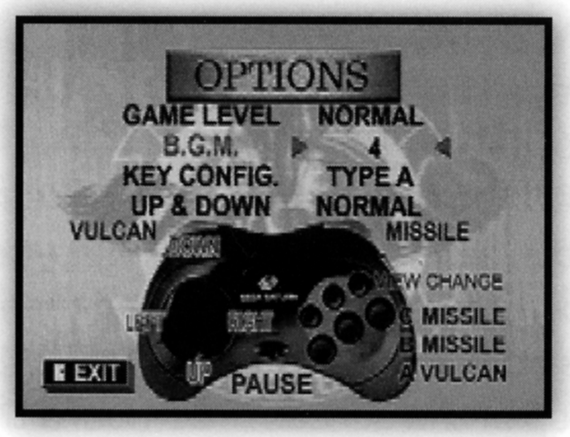
You have a choice of four combat fighters: F-14D, the RAFALE M, F-16C or the F-15S/MTD . (See pages 22-23 for further details on these fighters.) As in the ARCADE Mode, highlight a fighter by pressing the D-Pad LEFT or RIGHT. Press Button C for further information on the currently displayed fighter, then Button B or a Confirm Button to return to the Fighter Select screen. Select a fighter by pressing Button A or Start.

In the MISSION SELECT screen, press the D-Pad UP or DOWN to highlight an available mission, and select by pressing a Confirm Button. Highlight and select "BRIEFING" – at the top of the screen – to see details of the mission and previous mission high scores (press Button B or a Confirm Button to exit the briefing), or "START MISSION" to confront your destiny. At first, you can only select the missions in the left column. Having successfully completed a mission, you are able to attempt a more difficult mission to the right.



OPTIONS screen

In this screen you can change game settings or play music from the game. Press the D-Pad UP or DOWN to highlight an item, and LEFT or RIGHT to change the setting. To exit the OPTIONS screen, press Button B followed by a Confirm Button or press Start.



GAME LEVEL: Select the difficulty level of the game. Choose from EASY, NORMAL or HARD.

B.G.M.: Press the D-Pad LEFT or RIGHT to cycle through the game's sound tracks. Press a Confirm Button to start the track.

KEYCONFIG: Choose from three control configuration types: TYPE A, TYPE B or TYPE C.

UP & DOWN: Choosing REVERSE makes your fighter descend when the D-Pad is pressed DOWN and climb when pressed UP. Press DOWN to climb and UP to descend in NORMAL mode.

EXIT: Highlight using the D-Pad or Button B, then press a Confirm Button to return to the Main menu.

Take to the Skies!

• ARCADE Mode

In this mode, you run the hi-tech gauntlet of the Deldine Corporation's massive defense force. Each time you survive a wave of defense, you face the wrath of one of the enemy's Heavy Battle Cruisers. (See pages 16-20 for recent intelligence on these craft.) These heavily armored war machines can take a serious pounding, so you need to be fast and accurate in order to destroy them. The Heavy Battle Cruiser's Power Gauge and a TIME countdown appear at the top of the screen – bombard the Cruiser until its power reaches zero before time runs out to destroy the craft and receive a Special Points bonus.

After certain missions, you can choose the type of mission to try next. Press the D-Pad LEFT or RIGHT to highlight your preferred mission, and press a Confirm Button to select.

In this mode you have the option to CONTINUE up to three times when your power gauge reaches zero (see page 14).

• RANKING Mode

In this mode you can choose to fly particular missions in the MISSION SELECT screen. Upon completion of each mission a total ranking of one to five stars is awarded. Exceptional skill and bravery will be acknowledged with the award of special medals of honor.

Unlike the ARCADE Mode, in RANKING Mode you may choose a different fighter for each mission – press Button B from the MISSION SELECT screen to go to the Fighter Select screen. Each mission is taken separately. When a mission is over, you do not automatically continue on to the next. In this mode, there is no option to CONTINUE once your Power Gauge reaches zero. Once the mission is over and you have checked the mission RESULT table (see next section), you return to the MISSION SELECT screen.

Mission Debriefing

As in the ARCADE Mode, having survived the waves of enemy air craft, you confront one of the enemy's Heavy Battle Cruisers. Once the engagement with the Cruiser is over, the mission is complete and you receive an analysis of your performance in the RESULT table.

The RESULT table:

HIT RATIO: combined Vulcan gun and missile accuracy rating

MISSILE ACCURACY: your missile accuracy rating

VULCAN ACCURACY: your Vulcan gun accuracy rating

POWER: your Power Gauge reading

CLEAR TIME: time remaining for completion of the mission

SCORE: your overall score for the mission

BONUS: awarded bonus points

RANKING: the overall ranking evaluation for the mission (the highest ranking is five stars)

Your performance in each mission will affect your overall military ranking. Changes in your status appear after the first RESULT table screen.

Once you return to the MISSION SELECT screen, the highest rank gained on each mission completed so far is indicated in stars underneath the mission name. You can repeat a mission any number of times. Also, having successfully completed a mission, the next mission to the right becomes selectable.

Heads Up Display

Taking your eyes off the enemy for even a split second to check a readout is not a luxury afforded to those with hopes of survival. To cope with the need for systems information while maintaining situational awareness, each available fighter is equipped with the very latest in Heads Up Display (H.U.D.) technology. Essential systems information is projected into your line of vision so that you can check your current status without taking your eyes off the enemy.

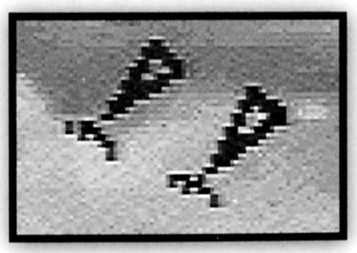
HIT: This shows how many enemy craft you have destroyed so far.

POWER GAUGE: This indicates your fighter's current power level.

SCORE: This shows your score so far in the game.

VULCAN GUN SIGHT: Use this fixed sight to guide your Vulcan rounds.

TARGET INDICATOR: These arrows appear when your H.U.D. system recognizes a target. They also lock on to the weakest areas of Deldine's Heavy Battle Cruisers.



MISSILE LOCK-ON INDICATOR: These are colored GREEN when lock-on is achieved.

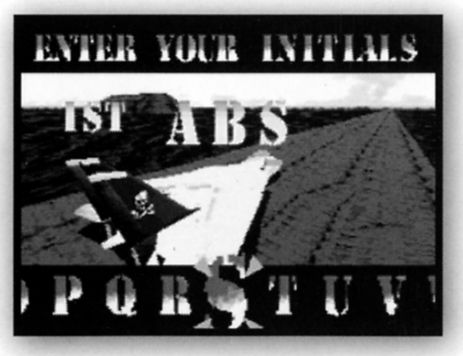
Game Over & Continue

If your Power Gauge drops to zero, your fighter experiences a systems failure:

• At this point in the ARCADE mode, you see the Mission Chart detailing your progress. You can choose to CONTINUE your mission (using up one of the three CREDITS available at the start of the mission) by pressing Start before the countdown reaches zero.

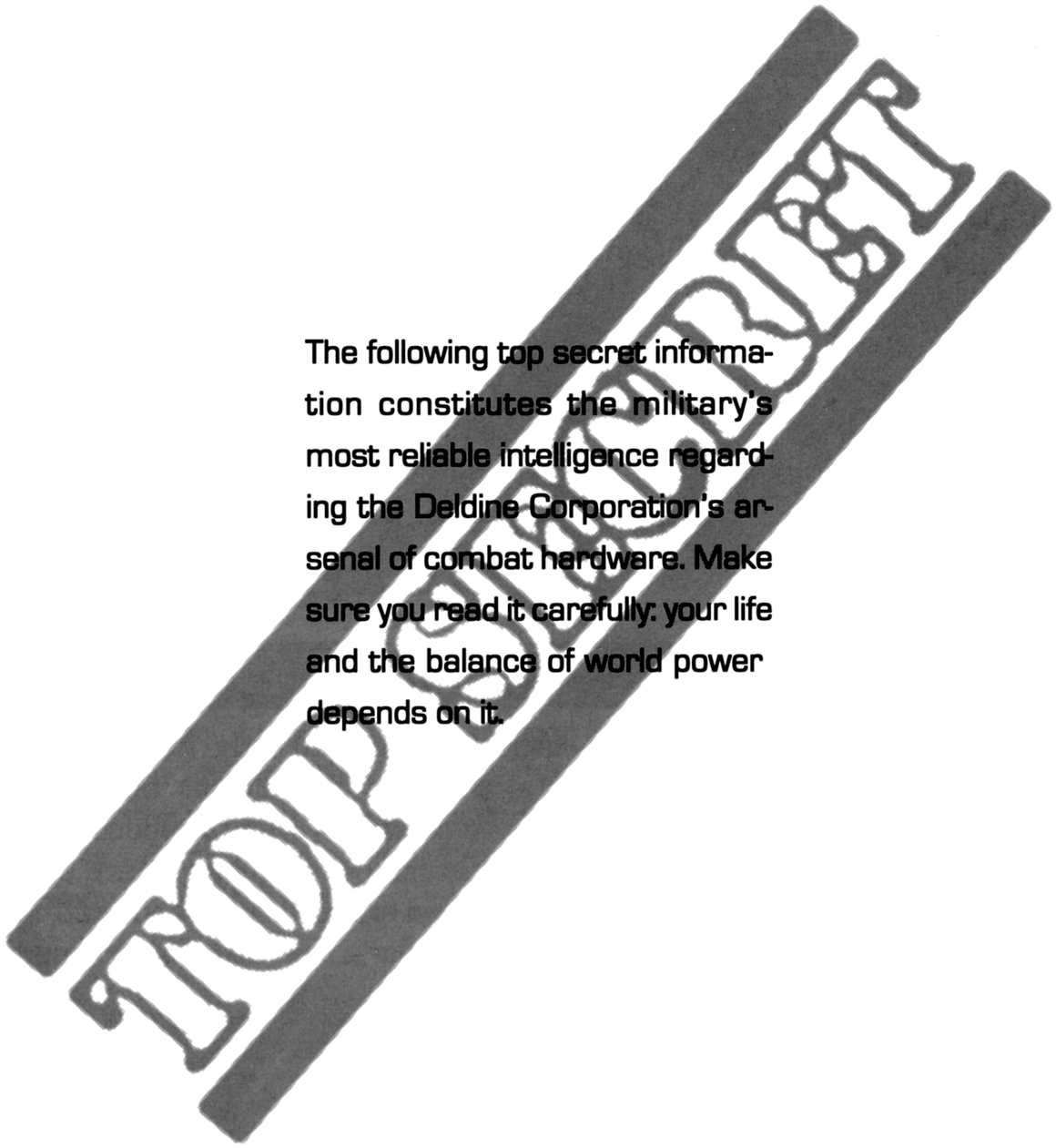
• In the RANKING mode, it is not possible to continue – your mission has failed. The MISSION SELECT screen appears. From here you can choose to retry the same mission, select a different mission, or press Button B to return to the Main menu.

Name Entry



If your score ranks in the top ten, you can enter your name in the ACE PILOTS ranking table. In the Name Entry screen, press the D-Pad LEFT or RIGHT to highlight a character, and press a Confirm Button to select. You can enter up to three characters or select "END" at any time.

MISSION INTELLIGENCE



The following top secret information constitutes the military's most reliable intelligence regarding the Deldine Corporation's arsenal of combat hardware. Make sure you read it carefully: your life and the balance of world power depends on it.

Deldine Heavy Battle Cruisers

Deldine DD-B-48 Armored Bomber "Halbert"

No conventional bomber comes close to the Halbert in terms of payload. Even ICBM-class tactical missiles ordinarily launched from permanent underground facilities can be easily loaded on-board. A new super-light, ultra-strong metal alloy is used in the Halbert's construction.

Armaments

- Double Vulcan gun
- Four-missile pod

After launch, the missiles automatically home in on enemy planes using on-board radar tracking equipment.

Deldine DD-B-51 Armed Flying Wing "Talwar"

The tough metal employed in the Halbert is also used in the wings of this aircraft, the surfaces of which are also coated with a radar absorbing material. The standard Vulcan guns have been improved to reduce heat signatures, while the missile launchers, whose heat signatures are difficult to hide, are stored within the aircraft and exposed only when used. In addition to the Vulcan guns and missile launchers, the Talwar is equipped with experimental optical weapons.

Armaments

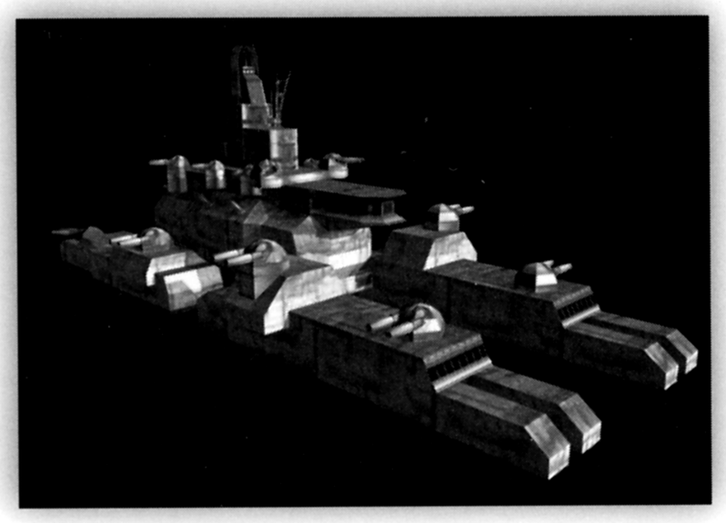
- Vulcan gun and triple Vulcan gun
- Missile launchers and laser cannons

Deldine DD-GBS-22 Heavy-Armor Ground Battleship "Hrathnir"

The Hrathnir's greatest attribute is its ability to change shape to suit battle conditions. Four propulsion units are provided on the battleship's body to improve its ability to cover distance, widen its firing angles, and increase its attacking strength. In addition to the missile phalanxes, the Hrathnir is provided with advanced laser cannons, Vulcan guns, and missile launchers.

Armaments

- Missile phalanx
- Double Vulcan gun and laser cannon



Deldine DD-AH-12 Armored Battle Helicopter "Vajra"

The diameter of the Vajra's main rotor is said to be roughly thirty times that of the AH-64A Apache, while the body is approximately forty times the Apache's length. In constructing the tail rotor, Deldine employed Russian coaxial rotor technology (two contra-rotating rotors) as used in the Kamov Ka-50 Werewolf.

Armaments

- Air mine disburser

The mine ejection chutes are found in the recessed portions of the body center, one each on the left and right sides. The air mines perform heat source detection and automatically explode when they detect a heat source nearby.

- Double and quadruple Vulcan guns
- Bombing units and permanent wings

Deldine DD-B-111 Heavily Armed Strategic Bomber "Gungnir"

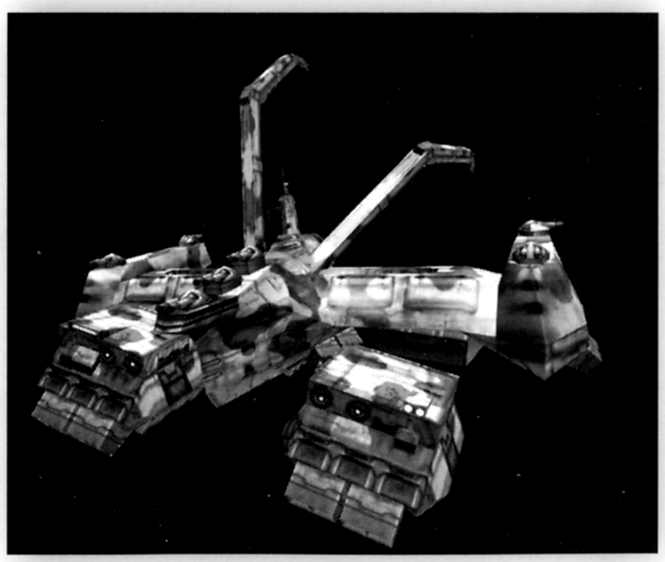
The Gungnir is even larger than the Halbert, yet its maximum speed, maneuverability, and stability greatly surpass the Halbert's due to an improved armor design that emphasizes lightness, strength, and aerodynamics. After missiles are launched, their course can be changed with the Gungnir's guidance system.

Armaments

- Guided multi-warhead missiles
- Gatling gun and double Vulcan guns

Deldine DD-HBS-6 Hovercraft Battleship "Claymore"

Using a newly developed power unit, the hovercraft floats easily and can move at an astonishing speed. Huge flexible arms are another characteristic of the Claymore. These arms are attached each to the left and right sides of the body. No information is available on these arms, and their use in attacks is a complete mystery.



Armaments

- Flexible arms
- Double Vulcan guns and missile launchers

Deldine DD-AS-3 Armored Battle Airship "Flamberge"

The Flamberge, reputed to be more than five times the size of the Graf Zeppelin, the king of rigid dirigibles, uses a newly developed, highly buoyant nonflammable gas. The Flamberge also employs a special rigid fiber in the sides of the balloon, achieving lightness while maintaining strength.

Armaments

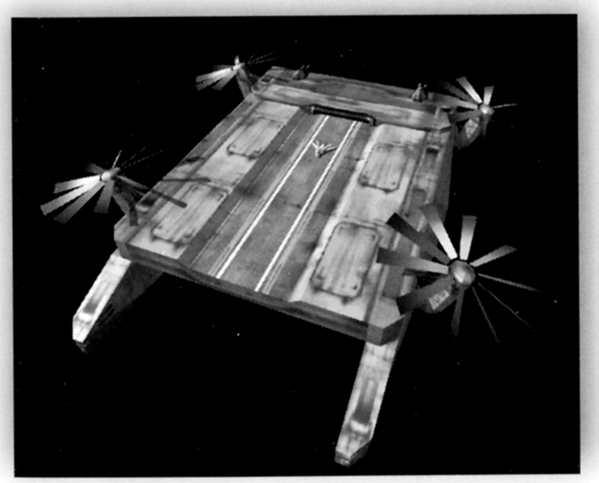
- Air mine disburser
- Double laser cannons

Aircraft catapult

Aircraft are raised up from a hangar in the center of the gondola to the top, where they are launched by the catapult.

Deldine DD-BCH-111 Battle Carrier Helicopter "Brigandine"

The Brigandine is a highly experimental craft. The large deck provided on the top surface of the aircraft for takeoff and landing is spacious enough for launching three or more fighters simultaneously, and its on-board capacity exceeds that of the Flamberge.



Armaments

- The Northrop YF-23

The YF-23 was developed jointly between Northrop and McDonnell Douglas for the U.S.A.F. ATF plan. To increase its ability to elude radar, the front and rear edges of the wings and the top of the tail were all set uniformly at 40 degrees, giving the aircraft a peculiar flat look with the wings blending into the body.

Deldine DD-LSBM-1 Long-Range Strategic Ballistic Missile "Scepter"

Scepter, Deldine's long-range strategic ballistic missile, is three times the length of the average rocket used to launch satellites. Re-entry warheads with stealth capability are contained within Deldine's patented light and almost impenetrable armor, and are launched with three-stage liquid-fuel rockets.

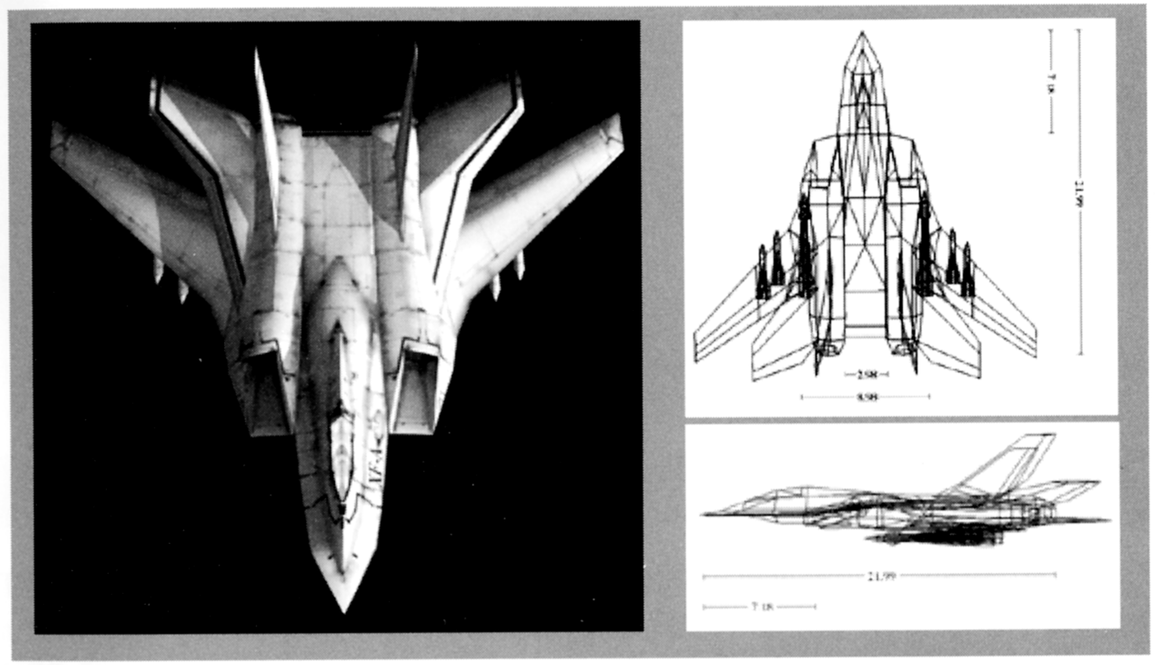
Armaments

- On-board warheads
- Air mine disburser
- Laser interceptor system

This computer-controlled system fires at anything that comes near the Scepter as it is climbing, its most vulnerable period. However, the laser system also has a blind spot: it cannot defend against attacks directly beneath the Scepter.

XF/A-49 "White Sword"

The XF/A-49 was built as an all-purpose fighter. It can cruise at supersonic speeds of over Mach IV and has a flying range of more than 10,000 km. The aircraft has superior maneuverability and stealth and STOL capabilities. The XF/A-49 contains a new anti-gravity system for coping with the terrific G-forces that result from ultra-high-speed maneuvering, a high-speed large-capacity weapons control system, a voice input system for assisting in operations, and a flight control system that automatically accumulates a knowledge base of results of engagement to learn from.



Armaments

AIM-142 "Iron Phoenix"
After launch, this missile flies according to an on-board program until it latches on to the target ship's radar, which then guides the missile.

AIM-120L AMRAAM Limited
This missile is the improved version of the advanced medium-range air-to-air missile AMRAAM.

AGM-134 "Black Magic"
An advanced version of the AGM-65 Maverick strategic air-to-surface missile, which can automatically select between guidance by television camera, by laser, or by video infrared rays.

AGM-148 "Viper" – No data available.

Rescue Fighters

Grumman F-14D Super Tomcat

The world's most powerful carrier plane, this fighter can track up to 24 and attack up to six targets simultaneously. The F-14D is equipped with an AWG-9 radar/fire control system and AIM-54 Phoenix missiles and is capable of attacking from distances of more than 100 km.

Dassault Rafale M

The main wings of the aircraft have a truncated delta shape, in which the leading and rear edges form a 45 degree angle. Other new technology in the aircraft include controls integrating operation and steering with engine thrust. The Rafale's radar has the capacity to look downward and is able to track eight targets simultaneously and can be used for following ground contours. Like the F-18, the Rafale was developed to be a multi-purpose aircraft able to rule in aerial battles and to be used in ground attacks.

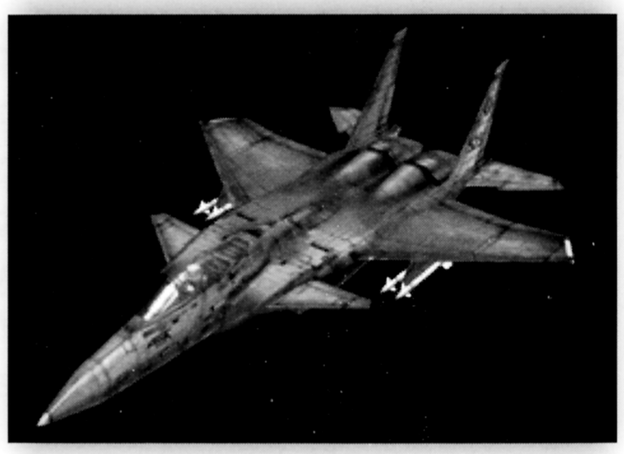
General Dynamics F-16C Fighting Falcon

From lessons learned from encounters with the MiG during the Vietnam War, the U.S. Air Force knew it had to develop a light aircraft with superior dog fighting capabilities. Proposals began to pour in from various companies, but in the end the F-16 was officially adopted.

Although only a single-engine aircraft, the engine of the F-16 has strong thrust. The body has a novel construction with the wings blending into the sides. The rudders are now controlled through a computer in a system referred to as "Fly by Wire." With these improvements, the F-16 in certain respects demonstrates performance surpassing the F-15.

McDonnell Douglas F-15S/MTD

The F-15E came about after improvements were made to the F-15 to adapt it to a Dual-Role Fighter program. The Tactical Air Warfare Center made further improvements (including the addition of air-to-surface attack missiles) to the F-15E, resulting in a test aircraft called the F-15S/MTD.



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DO NOT RETURN YOUR SEGA SATURN COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser.

REPAIRS AFTER EXPIRATION OF WARRANTY

If your Sega Saturn compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

LIMITATIONS ON WARRANTY

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.